

CROSSCHECK™

ATARI® REFERENCE CARD

REQUIREMENTS

- Atari home computer (48k)
- Compatible disk drive
- TV or video monitor
- Joystick (optional)
- CROSSCHECK game disk
- CROSSCHECK Clue Library (optional, purchase separately)
- Blank, formatted disk (save-game disk, optional)

GETTING STARTED

1. Turn off computer, remove all cartridges and connect a Joystick.
2. Turn on power to TV or monitor and disk drive.
3. Insert the CROSSCHECK game disk into drive and close the door (if you want to use a save-game disk, use Atari DOS to format a blank disk *before* you load the game).
4. Turn on computer. The game loads and runs.

GAME CONTROLS AND INDICATORS

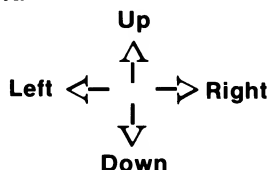
Press SPACE BAR to stop die rolling. Use controls below to look at the board or the Overview at any time after stopping the die or to place an answer on the board (use SHIFT key to move faster). Type answer to clue and press RETURN (use DELETE key to erase any errors *before* pressing RETURN).

ARROW KEYS:

↑ Move word Up ↓ Move word Down
← Move word Left → Move word Right

SPACE BAR to rotate word

JOYSTICK:



JOYSTICK BUTTON

to rotate word

When word is placed to your satisfaction, press RETURN.

To see an Overview of the entire board, press ESC. Move the highlighter square using the Joystick or the arrow keys. To move the highlighter square directly to the Home Bases, use CTRL key with an arrow key. Press CTRL RETURN to move to the center of the screen. ESC or the JOYSTICK BUTTON takes you back to the game screen.

Press START to re-start the game.

Press P to Pass while placing a word (see "Strategy" for more information on Passing).

Save a game by pressing the OPTION key. Remove the CROSSCHECK disk from the drive and insert your save-game disk. Follow the prompts, pressing RETURN after each response.

CREDITS: Programmed by Tom McWilliams
Documentation by Kathi B. Tremblay

CROSSCHECK™

COMMODORE 64/128™ REFERENCE CARD

REQUIREMENTS

- Commodore 64/128 computer
- 1541 or 1571 disk drive
- TV or video monitor
- Joystick (optional)
- CROSSCHECK game disk
- CROSSCHECK Clue Library (optional, purchase separately)
- Blank, formatted disk (save-game disk, optional)

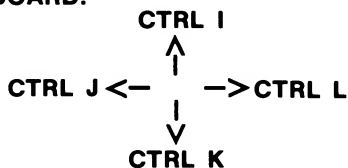
GETTING STARTED

1. Turn off computer and disconnect all peripherals and cartridges. Connect Joystick to Port Two.
2. Turn on power to TV or monitor and disk drive.
3. Turn on computer (with C-128, hold down Commodore key while turning on computer). **Note:** This is a good time to format a disk for saving games. Insert a blank disk into drive and close door. When READY appears on the screen, type OPEN15,8,15,"NO:SAVE,XX"LOAD"\$",8 and press RETURN. Once the disk is formatted, READY appears again.
4. Remove save-game disk from drive, insert CROSSCHECK game disk, and close the door. Type LOAD"***",8,1 and press RETURN. The game loads and runs.

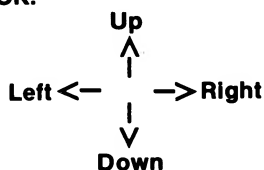
GAME CONTROLS AND INDICATORS

Press SPACE BAR to stop die rolling. Use controls below to look at the board or the Overview at any time after stopping the die or to place an answer on the board (use SHIFT key to move faster). Type answer to clue and press RETURN (use INST DEL key to erase any errors *before* pressing RETURN).

KEYBOARD:



JOYSTICK:



SPACE BAR to rotate word

JOYSTICK BUTTON to rotate word

When word is placed to your satisfaction, press RETURN.

To see an Overview of the entire board, press upper left <— key. Move the highlighter square using the Joystick or the CTRL plus I, J, K, L keys as above. To move the highlighter square directly to the Home Bases, use the COMMODORE key with the letter keys. Press COMMODORE RETURN to move to the center of the screen. <— or the JOYSTICK BUTTON takes you back to the game screen.

Press f1 to re-start the game.

Press P to Pass while placing a word (see "Strategy" for more information on Passing).

Save a game by pressing f3. Remove the CROSSCHECK disk from the drive and insert your save-game disk. Follow the prompts, pressing RETURN after each response.